

L Number	Hits	Search Text	DB	Time stamp
12	238	persona	USPAT	2004/08/17 11:58
13	63	persona with (character\$5 attribut\$5)	USPAT	2004/08/17 12:00
14	3	persona with (character\$5 with attribut\$5)	USPAT	2004/08/17 12:00
15	215	creat\$6 with (character\$5 with attribut\$5)	USPAT	2004/08/17 12:01
16	2	creat\$6 with (human\$5 persona) with (character\$5 with attribut\$5)	USPAT	2004/08/17 12:02
17	101	(human\$5 persona) with (character\$5 with attribut\$5)	USPAT	2004/08/17 12:09
18	92	((human\$5 persona) with (character\$5 with attribut\$5)) and @ad<20000712	USPAT	2004/08/17 12:08
19	12	((human\$5 persona) with (character\$5 with attribut\$5)) and @ad<20000712 and game\$5	USPAT	2004/08/17 12:05
20	294	(creat\$6 stor\$6) with (human persona) with (character\$6 attribut\$5) with (imag\$6 visual\$5)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/17 12:07
21	122	((creat\$6 stor\$6) with (human persona) with (character\$6 attribut\$5) with (imag\$6 visual\$5)) and @ad<20000712	USPAT	2004/08/17 12:08
22	0	(human\$5 persona) with (online\$3 internet\$3) with (character\$5 with attribut\$5)	USPAT	2004/08/17 12:09
23	20	(human\$5 persona) with (online\$3 internet\$3) with (character\$5 attribut\$5)	USPAT	2004/08/17 12:10
24	2	((("6448980") or ("6634949")).PN.	USPAT	2004/08/17 12:11
25	0	("6634949").uref.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/17 12:11
26	4	("6448980").uref.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/17 12:11



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This area of the NWT will be changing over the next few months. We are creating a searchable index for previous articles and other nifty things for your convenience. In the meantime, you can find all the previous articles through the links below.

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Greetings and explanations from our Editor-in-Chief, Dataman.



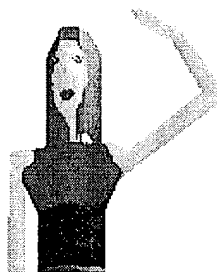
Ultima Online is having its problems.

Although sales have been phenomenal, customers are upset with server performance and gameplay issues. Boro gives his opinion about problems in the game in this article.



Interstellar Editorial

In a recent letter to the editor, mgib speculates on the use of smoke and mirrors in COF's new MARS world.



Attitude Over Avatars

Lucrezia Borgia examines the importance of avatars in our virtual worlds.

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						Nov 23, 2002	Jun 23, 2003
						Nov 26, 2002	Jul 16, 2003 *
							Jul 23, 2003 *
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EIC 2100

STIC Database Tracking Number: 130116

TO: Jungwon Chang
Location: 5A06
Art Unit : 2154
Tuesday, August 17, 2004

Case Serial Number: 09/614572

From: David Holloway
Location: EIC 2100
PK2-4B30
Phone: 308-7794

david.holloway@uspto.gov

Search Notes

Dear Examiner Chang,

Attached please find your search results for above-referenced case.
Please contact me if you have any questions or would like a re-focused search.

David

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STIC EIC 2100

Search Request Form

130116

Today's Date:

8/17/04

What date would you like to use to limit the search?

Priority Date: 7/12/00 Other:

Name Jungwon Chang

AU 2154 Examiner # 77446

Room # 5A06 Phone 305 9669

Serial # 091614,572

Format for Search Results (Circle One):

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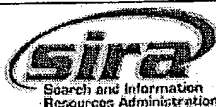
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S5	3166841	GRAPHIC? OR 3D OR THREE () (D OR DIMENSION?) OR IMAGE? OR PICTURE? OR ANIMATION? OR ANIMATED
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05682912 E.I. No: EIP00105368184

Title: Photo-realistic talking-heads from image samples

Author: Cosatto, Eric; Graf, Hans Peter

Corporate Source: AT&T Lab-Research, Red Bank, NJ, USA

Source: IEEE Transactions on Multimedia v 2 n 3 Sep 2000. p 152-163

Publication Year: 2000

CODEN: ITMUF8 ISSN: 1520-9210

Language: English

Document Type: JA; (Journal Article) Treatment: T; (Theoretical)

Journal Announcement: 0012W1

Abstract: This paper describes a system for creating a photo-realistic model of the human head that can be **animated** and lip-synched from phonetic transcripts of text. Combined with a state-of-the-art text-to-speech synthesizer (TTS), it generates video **animations** of talking heads that closely resemble real people. To obtain a naturally looking head, we choose a 'data-driven' approach. We record a talking person and apply **image** recognition to extract automatically bitmaps of facial parts. These bitmaps are normalized and parameterized before being entered into a database. For synthesis, the TTS provides the audio track, as well as the phonetic transcript from which trajectories in the space of parameterized bitmaps are computed for all facial parts. Sampling these trajectories and retrieving the corresponding bitmaps from the database produces **animated** facial parts. These facial parts are then projected and blended onto an **image** of the whole head using its pose information. This talking head model can produce new, never recorded speech of the person who was originally recorded. Talking-head **animations** of this type are useful as a front-end for **agents** and **avatars** in multimedia applications such as virtual operators, virtual announcers, help desks, educational, and expert systems. (**Author** abstract) 43 Refs.

Descriptors: Multimedia systems; Pattern recognition; **Animation** ; Speech synthesis; Sampling; Speech analysis; Computer vision

Identifiers: Photo-realistic talking-heads; Text-to-speech synthesizer; Sample based **image** synthesis

Classification Codes:

723.5 (Computer Applications); 741.1 (Light/Optics); 751.5 (Speech); 922.1 (Probability Theory); 741.2 (Vision)

723 (Computer Software); 741 (Optics & Optical Devices); 751 (Acoustics); 922 (Statistical Methods)

72 (COMPUTERS & DATA PROCESSING); 74 (OPTICAL TECHNOLOGY); 75 (ACOUSTICAL TECHNOLOGY); 92 (ENGINEERING MATHEMATICS)

15/5/4 (Item 4 from file: 8)
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05384039 E.I. No: EIP99094776332

Title: **Explanatory lifelike avatars: Performing user-centered tasks in 3D learning environments**

Author: Lester, James C.; Zettlemoyer, Luke S.; Gregoire, Joel P.; Bares, William H.

Corporate Source: North Carolina State Univ, Raleigh, NC, USA

Conference Title: Proceedings of the 1999 3rd International Conference on Autonomous Agents

Conference Location: Seattle, WA, USA Conference Date: 19990501-19990505

Sponsor: ACM SIGART

E.I. Conference No.: 55456

Source: Proceedings of the Interantional Conference on Autonomous Agents 1999. p 24-31

Publication Year: 1999

CODEN: 002624

Language: English

Document Type: JA; (Journal Article) Treatment: A; (Applications); T; (Theoretical)

Journal Announcement: 9911W3

Abstract: Because of their multimodal communicative abilities and strong visual presence, **animated pedagogical agents** offer significant promise for **3D learning environments**. We describe a new class of **animated pedagogical agents**, explanatory lifelike **avatars**, which can perform user-designed tasks in rich **3D worlds**. By **generating** task networks to perform student-designed tasks, an **avatar** task planner constructs and interprets action **specifications** that it then interprets within the geometries of the **3D environment** to **generate** navigational, manipulative, and verbal behaviors. Filmed by a narrative camera planner in the **3D world**, the **avatars** perform students' tasks and accompanies them with running verbal explanations in realtime. The explanatory lifelike **avatar** framework has been implemented in a full-scale **avatar** for the CPU CITY learning environment, a **3D learning environment** for the domain of computer architecture and systems for novices. To investigate the effectiveness of this approach, a novel four-way comparative usability study was conducted with an '**agentless**' world, a disembodied narrator, a mute lifelike **avatar**, and a full-scale explanatory **avatar**. Results of the study suggest that explanatory lifelike **avatars** hold much promise for learning environments. (**Author** abstract) 20 Refs.

Descriptors: *Neural networks; Artificial intelligence; Learning systems; Computer architecture; Knowledge based systems

Identifiers: Explanatory lifelike avatars; Lifelike agents; Pedagogical agents; Synthetic agents

Classification Codes:

723.4.1 (Expert Systems)

723.4 (Artificial Intelligence)

723 (Computer Software); 722 (Computer Hardware)

72 (COMPUTERS & DATA PROCESSING)

15/5/6 (Item 2 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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01711739 ORDER NO: AADAA-I9948162

Monitoring the constructed self: Avatars, our on-line representations

Author: Rampoldi-Hnilo, Lynn Ann

Degree: Ph.D.

Year: 1999

Corporate Source/Institution: Michigan State University (0128)

Adviser: Bradley S. Greenberg

Source: VOLUME 60/10-A OF DISSERTATION ABSTRACTS INTERNATIONAL.

PAGE 3568. 133 PAGES

Descriptors: MASS COMMUNICATIONS ; PSYCHOLOGY, PERSONALITY

Descriptor Codes: 0708; 0625

Avatars are **graphical on-line images** that individuals **create** to represent themselves in virtual social interactions. In this digital **form**, individuals can define all aspects of their physical appearance without morphology constraints. Research suggests that individuals differentially monitor their self-presentations (Snyder, 1974, 1979), with some using external cues to create self-presentations (high self-monitors) and others integrating their own internal aspects (low self-monitors). This study was designed to test these concepts with avatars as the new self-presentation **form**. **Specifically**, self-presentation, sensitivity to expressive behaviors, other-directedness and social comparison were examined in relation to individuals' **created avatars** across three contexts. Individuals (N = 169) completed two on-line surveys and participated in a repeated measures design, with individuals creating one avatar for each of three contexts—to interact in an on-line chatroom with either: a group of friends; strangers; or a future employer. The first survey consisted of background questions and the individual trait measures. After participants had created their avatars, they answered questions regarding corollary dimensions of self-monitoring that they encoded into their self-presentations. A content analysis was conducted of the 507 avatars to determine the types and frequency of nonverbal presentation elements. Will individuals who monitor themselves highly in their self-presentations in real-life also monitor their on-line representations and present themselves distinctly in different on-line contexts? Findings suggest that individuals did not differ their types of portrayal, demographics, or presentation characteristics of their avatars across situations by self-monitoring dimensions. In general, participants reported encoding more internal cues (attitudes and feelings), less external cues (environmental based) and more cross-situation variability in their avatar representations across situations. For the most part, there were few findings related specifically to the monitoring dimensions: self-presentation, sensitivity to expressive behaviors, other-directedness and social comparison.

Due to the lack of prediction with these subscales in this new environment, it is necessary to consider the validity of the self-monitoring construct. This author suggests greater explication of the sensitivity to expressive behavior measure—which was the most predictive—and reintegration of the acting dimension.

15/5/8 (Item 4 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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01517779 ORDER NO: AAD96-39114

**RECONCEIVING THE COMPUTER GAME AS AN INSTRUMENT FOR EXPRESSION:
NARRATIVE, CONTEXT, AND CONTENT IN AUDIO DESIGN FOR MULTIMODAL SYSTEMS**

Author: BACK, MARIBETH JOY

Degree: D.DES.

Year: 1996

Corporate Source/Institution: HARVARD UNIVERSITY (0084)

Source: VOLUME 57/07-A OF DISSERTATION ABSTRACTS INTERNATIONAL.

PAGE 2717. 210 PAGES

Descriptors: INFORMATION SCIENCE ; MUSIC ; COMPUTER SCIENCE

Descriptor Codes: 0723; 0413; 0984

Computer games are a powerful paradigm for designing computational instruments for expression. Instruments share with games the need for multidimensional information handling, mental modeling techniques and a sense of wieldability. They should inherit those properties of games that aid a user in **building** a mental model of the way an artifact works. **Specifically**, a game model provides: (1) construction of a constrained universe with **specific** laws: narration of place; (2) user expectations of what happens next guided by context: narration of contextual moment; (3) virtually instant multimodal feedback to user's actions: narration describing behavior.

We examine narrative as a way to address the interaction between artifact and user. In particular we detail design parameters for audio in the multimodal realm, and how a narrative approach is applied at global, scenario, and micro levels in constructing auditory events. A narrative approach to audio design at the waveform level, using both digital signal processing and analog manipulation techniques, is described.

Characteristic structures of sonic point of view, sonic place, sonic character, and sonic behavior are described, as well as remedies for design problems that arise from combining these. Our methods for designing audio through narrative work not only as a **building** technique but as a analytical tool that allows critical discussion prior to the stage of user testing.

Four new computational instruments are described, with particular attention to the auditory elements of the design and implementation of each. We examine the commonalities between the instruments as well as the differing avenues each explores. The Sonic **Avatar** combines three types of auditory display into an instrument for expressing personal motion in a **3D** virtual environment. The Portal allows its user to play the air like a musical instrument: **specifically**, a percussive instrument with vocal qualities. The Health Care Chair uses new media technology to allow personal, home-based control over an increasingly complex medical data system. Animauals is a realtime **generation** system for **animation** and sound, intrinsically multimodal in design. All instruments are designed for use by a single person; all are multimodal; all inherit different computational approaches to the interplay of information and expression.

15/5/17 (Item 7 from file: 2)

DIALOG(R) File 2:INSPEC

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6271601 INSPEC Abstract Number: B1999-07-6135E-126, C1999-07-1250M-073

Title: An avatar control system through facial feature extraction

Author(s): Ae Kyung Yang; Hyung Ill Choi

Journal: Journal of KISS(B) (Software and Applications) vol.25, no.9

p.1410-18

Publisher: Korea Inf. Sci. Soc,

Publication Date: Sept. 1998 Country of Publication: South Korea

CODEN: CKNBFV ISSN: 1226-2285

SICI: 1226-2285(199809)25:9L.1410:ACST;1-C

Material Identity Number: E346-1999-004

Language: Korean Document Type: Journal Paper (JP)

Treatment: Practical (P); Theoretical (T)

Abstract: Facial expression plays an important role in human communications with people or machines. Our aim is to control an avatar by exploiting facial features so that the avatar can mimic the user's facial expression. Our approach consists of three main modules. The first tracks facial **features** and the second **makes** a model of a **3D avatar**. The third transmits information from the **feature** tracking module to the **avatar** control module. We use the Gabor wavelet transform when extracting facial **features**. (15 Refs)

Subfile: B C

Descriptors: face recognition; feature extraction; software agents; user interfaces; wavelet transforms

Identifiers: avatar control system; facial feature extraction; facial expression; human communications; **3D** avatar; avatar control module; feature tracking module; Gabor wavelet transform

Class Codes: B6135E (Image recognition); B0230 (Integral transforms); C1250M (Image recognition); C6180 (User interfaces); C5260B (Computer vision and image processing techniques); C1130 (Integral transforms)

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15/5/18 (Item 8 from file: 2)
DIALOG(R) File 2:INSPEC
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5928388 INSPEC Abstract Number: C9807-7400-007

Title: Digital humans in the simulated product life cycle

Author(s): Miller, J.S.

Author Affiliation: Deneb Robotics Inc., Auburn Hills, MI, USA

Journal: IIE Solutions p.24-9

Publisher: Inst. Ind. Eng,

Publication Date: March 1998 Country of Publication: USA

CODEN: IISOFB ISSN: 0019-8234

Material Identity Number: D421-98004

U.S. Copyright Clearance Center Code: 0019-8234/98/\$03.00+.0

Language: English Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: Digital or virtual humans are computer **generated** , **graphically** displayed entities that represent either imaginary characters or real humans. The **former** , commonly referred to as **avatars** , are used primarily in **video games** and the entertainment industry. The other digital humans, those of most interest to **manufacturing** companies, exist within a **three dimensional (3D) graphical** simulation environment for the purpose of engineering evaluation. Though these digital humans may also vary in **size** , shape, and capability, they are intended to mirror actual human **characteristics** within a given population. This **form** of digital human can also be taught to perform the tasks required of its human counterpart. They are the virtual operators acting within simulated environments, **manufacturing** new vehicle components, assembling new aircraft, and maintaining the next **generation** of nuclear submarines and power plants. They are even training real operators how to perform future assignments. In conclusion, it is predicted that the use of human simulation will continue. The ability to predict human performance, with simulation of the various stages of a product's life cycle, will enable correct engineering decisions to be made earlier and at less cost than before. For IEs with an eye toward proactive participation in the product life cycle, digital humans may be the perfect partners. Putting a digital human to work may be the best way to ensure that a product is successful.

(0 Refs)

Subfile: C

Descriptors: CAD; digital simulation; engineering **graphics** ; ergonomics; human factors; product development; virtual reality

Identifiers: digital humans; simulated product life cycle; virtual humans ; **graphically** displayed entities; imaginary characters; real humans; **avatars** ; **manufacturing** companies; **three dimensional graphical** simulation environment; engineering evaluation; human **characteristics** ; virtual operators; simulated environments; training; future assignments; human simulation; human performance prediction; engineering decisions; IEs; proactive participation; product life cycle

Class Codes: C7400 (Engineering computing); C6130B (Graphics techniques) ; C6185 (Simulation techniques); C6180 (User interfaces)

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15/5/19 (Item 9 from file: 2)
DIALOG(R)File 2:INSPEC
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5592004 INSPEC Abstract Number: C9707-6170K-025

Title: IMPROV: A system for real-time animation of behavior-based interactive synthetic actors

Author(s): Goldberg, A.

Author Affiliation: Med. Res. Lab., New York Univ., NY, USA

Conference Title: Creating Personalities for Synthetic Actors. Towards Autonomous Personality Agents p.58-73

Editor(s): Trappl, R.; Petta, P.

Publisher: Springer-Verlag, Berlin, Germany

Publication Date: 1997 Country of Publication: Germany 251 pp.

ISBN: 3 540 62735 9 Material Identity Number: XX97-01097

Conference Title: Creating Personalities for Synthetic Actors. Towards Autonomous Personality Agents

Conference Date: 1997 Conference Location: Vienna, Austria

Language: English Document Type: Conference Paper (PA)

Treatment: Practical (P)

Abstract: The IMPROV Project at NYU's Media Research Lab is **building** the technologies to produce distributed **3D** virtual environments in which human-directed **avatars** and computer-controlled **agents** interact with each other in real-time, through a combination of procedural **animation** and behavioral scripting techniques developed in-house. We are also exploring multi-modal interaction paradigms combining traditional forms of input (keyboard and mouse) with speech and gesture recognition in conjunction with various forms of presentation, including 2D and **3D** display. The system is intended to operate over local and wide area networks using standard internet protocols, enabling anyone with access to the World Wide Web to develop or participate in fully interactive, virtual experiences. (0 Refs)

Subfile: C

Descriptors: computer **animation** ; distributed processing; groupware; real-time systems; software agents; virtual reality

Identifiers: behavior-based interactive synthetic actors; real-time **animation** ; distributed **3D** virtual environments; human-directed avatars; computer-controlled agents; procedural **animation** ; behavioral scripting techniques; wide area networks; local area networks; standard internet protocols; World Wide Web; virtual experiences

Class Codes: C6170K (Knowledge engineering techniques); C6130B (Graphics techniques); C6180 (User interfaces); C6150N (Distributed systems software); C6130G (Groupware)

Copyright 1997, IEE

15/5/21 (Item 11 from file: 2)

DIALOG(R) File 2:INSPEC

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5093705 INSPEC Abstract Number: C9512-0220-026

Title: **ToonTalk-an animated programming environment for children**

Author(s): Kahn, K.

Author Affiliation: Animated Programs, Portola Valley, CA, USA

Conference Title: National Educational Computing Conference, NECC '95
Proceedings p.243-9

Editor(s): Harris, D.; Bailey, R.

Publisher: Towson State Univ, Baltimore, MD, USA

Publication Date: 1995 Country of Publication: USA xv+337 pp.

Conference Title: Proceedings of National Educational Computing
Conference

Conference Date: 17-19 June 1995 Conference Location: Baltimore, MD,
USA

Language: English Document Type: Conference Paper (PA)

Treatment: Practical (P)

Abstract: Twenty-five years after Logo's birth, there has been tremendous progress in programming language research and in computer-human interfaces. Programming languages exist now that are very expressive and mathematically very elegant and yet are difficult to learn and master. We believe the time is now ripe to attempt to repeat the success of the designers of Logo by child engineering one of these modern languages. **Animation** is much better suited for dealing with the dynamics of computer programs than static icons or diagrams. While there has been substantial progress in **graphical** user interfaces in the last twenty-five years, we chose to look not primarily at the desktop metaphor for ideas but instead at **video games**. **Video games** are typically more direct, more concrete, and easier to learn than other software. And more fun too. We have constructed a general-purpose concurrent programming system, ToonTalk, in which the source code is **animated** and the programming environment is a **video game**. Every abstract computational aspect is mapped into a concrete metaphor. For example, a computation is a city, an active object or **agent** is a house, birds carry messages between houses, a method or clause is a robot trained by the user and so on. The programmer controls a "programmer **persona**" in this video world to construct, run, debug and modify programs. We believe that ToonTalk is especially well suited for giving children the opportunity to **build** real programs in a manner that is easy to learn and fun to do.

(8 Refs)

Subfile: C

Descriptors: computer **animation** ; computer **games** ; computer science education; courseware; parallel programming; program debugging; programming environments

15/5/35 (Item 1 from file: 99)
DIALOG(R)File 99:Wilson Appl. Sci & Tech Abs
(c) 2004 The HW Wilson Co. All rts. reserv.

1913763 H.W. WILSON RECORD NUMBER: BAST99058229

A solid impression

Graham-Rowe, Duncan;

New Scientist v. 163 no2196 (July 24 1999) p. 17

DOCUMENT TYPE: Feature Article ISSN: 0262-4079 LANGUAGE: English

RECORD STATUS: New record

ABSTRACT: A scientist at the University of Surrey, England, has developed a digital photo booth that allows people to **create** 3-D computer **images** of themselves. This will let you send a computerized 3-D **image**, an **avatar**, of yourself into Internet chat rooms or into networked **computer games**. These **images** could be used to personalize e-mails or web sites and could be used as a **form** of identification on the Internet. However, the technique currently has some glitches that are being worked on.

DESCRIPTORS: Digital photography; **Avatars** (Computers); Internet;

Set	Items	Description
S1	182823	CHARACTER OR CHARACTERS OR PERSONA OR AVATAR? OR (CYBER OR DIGITAL OR VIRTUAL) (N) (PERSON OR PERSONALITY OR PEOPLE OR PERSONS OR PLAYER OR PLAYERS) OR SIM
S2	4929639	CREATE? OR GENERAT? OR MANUFACTUR? OR BUILD? OR AUTHOR OR - MAKE? OR SPAWN?
S3	32012	MUD OR MOO OR (MULTI OR MULTIPLE) () USER () (DIMENSION? OR DO-MAIN OR DUNGEON?) OR (COMPUTER? OR ONLINE OR INTERNET OR ON () - LINE? OR VIDEO) (N) GAME?
S4	9034894	SPECIFIC? OR CHARACTERISTIC? OR FEATUR? OR PERSONALIT? OR - FORM? OR SIZE? OR AGE? OR APPERANC?
S5	1511232	GRAPHIC? OR 3D OR THREE () (D OR DIMENSION?) OR IMAGE? OR PI-CTURE? OR ANIMATION? OR ANIMATED
S6	122	S1 AND S2 AND S3 AND S4
S7	76	S5 AND S6
S8	20	S7 AND IC=(G06F? OR H04L?)
S9	13	S8 NOT AD>20000712
S10	13	IDPAT (sorted in duplicate/non-duplicate order)
S11	12	IDPAT (primary/non-duplicate records only)

File 347:JAPIO Nov 1976-2004/Apr(Updated 040802)
(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200452
(c) 2004 Thomson Derwent

11/5/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014435933 **Image available**
WPI Acc No: 2002-256636/200230
XRPX Acc No: N02-198626

Processing system operating method for learning, amusement, involves
modifying user controllable image movements to represent idiosyncratic
movements as controlled by user

Patent Assignee: MACRI V J (MACRI-I)
Inventor: MACRI V J; ZILBER P
Number of Countries: 093 Number of Patents: 003
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200190869	A1	20011129	WO 2000GB1686	A	20000502	200230 B
AU 200047675	A	20011203	AU 200047675	A	20000502	200230
			WO 2000GB1686	A	20000502	
EP 1282850	A1	20030212	EP 2000929667	A	20000502	200312
			WO 2000GB1686	A	20000502	

Priority Applications (No Type Date): WO 2000GB1686 A 20000502

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200190869 A1 E 54 G06F-003/00

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY CA CH
CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE
KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU
SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW

AU 200047675 A G06F-003/00 Based on patent WO 200190869

EP 1282850 A1 E G06F-003/00 Based on patent WO 200190869

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
LI LT LU LV MC MK NL PT RO SE SI

Abstract (Basic): WO 200190869 A1

NOVELTY - User controllable **images** are **generated** in response to
user inputs and are stored in a memory. The user controllable **image**
is constructed such that the **image** is controlled to perform movements
in response to input from user, instead of the user performing
corresponding actual physical movements. The **image** movements are
recorded and modified to represent idiosyncratic movements as
controlled by the user and output to a display unit.

USE - For operating processing system simulating any physical
movement in any simulated environment e.g. for simulating physical
movements like skating and hockey maneuvers, which is used for
learning, pre-training and amusement in home and arcade through
Internet and for industrial, commercial and sports application and
computer **video games** for controlling motivity devices such as
robots, **avatars** or other motiles to perform actual physical
movements.

ADVANTAGE - Enables providing the capacity to users to **create**
user **specific** visual effects from user **specific** inputs. Enables
developing personalized artificial intelligence in the **form** of
stimulated memory, decision making and motor skills.

DESCRIPTION OF DRAWING(S) - The figure shows the flow chart
explaining the operation of processing system.

pp; 54 DwgNo 14E/14

Title Terms: PROCESS; SYSTEM; OPERATE; METHOD; LEARNING; AMUSE; MODIFIED;
USER; CONTROL; **IMAGE** ; MOVEMENT; REPRESENT; MOVEMENT; CONTROL; USER

Derwent Class: T01; W04

International Patent Class (Main): G06F-003/00

File Segment: EPI

11/5/2 (Item 2 from file: 350)
DIALOG(R) File 350:Derwent WPIX
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014435375 **Image available**
WPI Acc No: 2002-256078/200230
XRPX Acc No: N02-198075

Computer graphic character performance method for producing motion pictures , involves displaying graphic character substantially synchronized to line manual manipulations based on received character motion information

Patent Assignee: HENSON CO JIM (HENS-N)
Inventor: FORBES J S; MAGILL T; ROSENBLUTH S
Number of Countries: 024 Number of Patents: 004
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200161447	A1	20010823	WO 2000US10065	A	20000413	200230 B
AU 200044605	A	20010827	AU 200044605	A	20000413	200230
US 6377281	B1	20020423	US 2000506679	A	20000217	200232
EP 1257896	A1	20021120	EP 2000926000	A	20000413	200301
			WO 2000US10065	A	20000413	

Priority Applications (No Type Date): US 2000506679 A 20000217

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200161447	A1	E	72	G06F-003/00	
Designated States (National): AU CA JP NZ					
Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE					
AU 200044605	A			G06F-003/00	Based on patent WO 200161447
US 6377281	B1			G06F-003/00	
EP 1257896	A1	E		G06F-003/00	Based on patent WO 200161447
Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU MC NL PT SE					

Abstract (Basic): WO 200161447 A1

NOVELTY - A computer receives performer movement information **generated** by a manual input device, based on manual manipulations and combines received information with **create** and stored **character** representation information to **create character** motion information. Another computer displays **graphic character** substantially synchronized to line manual manipulation, based on received **character** motion information.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- (a) Computer system;
- (b) Computer readable medium;
- (c) Motion **picture** producing method;
- (d) Computer **graphic character** information creating and storing method

USE - For controlling computer **graphic characters** and electro mechanically actuated puppet **characters** that are used in production of motion **pictures** in **video game** and web site.

ADVANTAGE - Enables performer to **create** expression and performance for computer **graphic character** in a manner that is similar to a puppet performance, based on **character** motion information. Increases signal integrity by minimizing the number of interfaces and the number of signal **forms** . Performers are required to learn only a minimum number of software tools that are quickly and easily accessible.

DESCRIPTION OF DRAWING(S) - The figure shows the flow diagram of computer **graphic character** performance method.

pp; 72 DwgNo 3A/7

Title Terms: COMPUTER; **GRAPHIC** ; **CHARACTER** ; PERFORMANCE; METHOD; PRODUCE ; MOTION; **PICTURE** ; DISPLAY; **GRAPHIC** ; **CHARACTER** ; SUBSTANTIAL; SYNCHRONISATION; LINE; MANUAL; MANIPULATE; BASED; RECEIVE; **CHARACTER** ; MOTION; INFORMATION

Derwent Class: T01; W04

International Patent Class (Main): **G06F-003/00**

International Patent Class (Additional): G06T-013/00

File Segment: EPI

11/5/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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010599681 **Image available**
WPI Acc No: 1996-096634/199610
Related WPI Acc No: 1996-333799
XRPX Acc No: N96-080687

Video - game system for enhanced processing and display of graphical
character elements - uses location-specific vertical interrupt to
implement routine to modify or to alter elements, defines part of
graphics map which is displayed differently using priority bit, uses
virtual character element library provides dynamic memory sp

Patent Assignee: SEGA ENTERPRISES CO LTD (SEGA-N); SEGA AMERICA INC
(SEGA-N); SEGA ENTERPRISES KK (SEGA-N)

Inventor: MORITA T; STEPHENS A

Number of Countries: 003 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
TW 266277	A	19951221	TW 94112437	A	19941231	199610 B
US 5707288	A	19980113	US 94381563	A	19941231	199809
			US 96761990	A	19961211	
US 5935003	A	19990810	US 94381563	A	19941231	199938
			US 96761319	A	19961206	
CN 1142194	A	19970205	CN 95191874	A	19951228	200053
US 6155923	A	20001205	US 94381563	A	19941231	200066
			US 96761454	A	19961206	

Priority Applications (No Type Date): US 94381563 A 19941231; US 96761990 A
19961211; US 96761319 A 19961206; US 94367810 A 19941230; US 96761454 A
19961206

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
TW 266277	A		4	G06F-015/44	
US 5707288	A		13	A63F-009/24	Cont of application US 94381563
US 5935003	A			A63F-009/24	Div ex application US 94381563
CN 1142194	A			A63F-009/22	
US 6155923	A			A63F-009/24	Div ex application US 94381563

Abstract (Basic): TW 266277 A

A display list technology utilises an intentionally generated ,
location-specific vertical interrupt to implement a routine to modify
or to alter existing graphical character elements. A second
technique involves the definition of a small portion of the graphics
map which is displayed differently than the balance of the graphics
map because the stored priority bit is expressed in the defined area,
but suppressed and replaced in all other areas.

The third technique employs a virtual character element library
to map the character elements appearing on the display, and
recognizes available space within the video random access memory
character element storage to provide a dynamic memory space.

ADVANTAGE - Enhanced capability of video game system controller
and data storage to provide graphic character element storage and
processing.

Dwg.1/4

Title Terms: VIDEO; GAME; SYSTEM; ENHANCE; PROCESS; DISPLAY; GRAPHICAL ;
CHARACTER ; ELEMENT; LOCATE; SPECIFIC ; VERTICAL; INTERRUPT; IMPLEMENT;
ROUTINE; MODIFIED; ALTER; ELEMENT; DEFINE; PART; GRAPHIC ; MAP; DISPLAY;
PRIORITY; BIT; VIRTUAL; CHARACTER ; ELEMENT; LIBRARY; DYNAMIC; MEMORY;
SPECIES

Derwent Class: P36; T01; W04

International Patent Class (Main): A63F-009/22; A63F-009/24; G06F-015/44

File Segment: EPI; EngPI

11/5/7 (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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010331839 **Image available**
WPI Acc No: 1995-233531/199531
XRPX Acc No: N95-182024

Producing personalised video games using CD discs - combining
personalised images of game players with head of game character to
provide video game, so that game players can see themselves as main
character, using electronic camera to take image of players

Patent Assignee: EASTMAN KODAK CO (EAST)
Inventor: BAUMEISTER H P; ELLSON R N; PARULSKI K A
Number of Countries: 005 Number of Patents: 006
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 661658	A2	19950705	EP 94420366	A	19941220	199531 B
JP 7326135	A	19951212	JP 94323050	A	19941226	199607
EP 661658	A3	19951025	EP 94420366	A	19941220	199617
US 5595389	A	19970121	US 93175806	A	19931230	199710
EP 661658	B1	20000510	EP 94420366	A	19941220	200027
DE 69424392	E	20000615	DE 624392	A	19941220	200036
			EP 94420366	A	19941220	

Priority Applications (No Type Date): US 93175806 A 19931230

Cited Patents: No-SR.Pub; 1.Jnl.Ref; US 4710873

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
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EP 661658	A2 E	8	G06F-019/00	
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Designated States (Regional): DE FR GB

JP 7326135	A	6	G11B-020/12	
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EP 661658	A3		G06F-019/00	
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US 5595389	A	8	A63F-009/22	
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EP 661658	B1 E		G06F-019/00	
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Designated States (Regional): DE FR GB

DE 69424392	E		G06F-019/00	Based on patent EP 661658
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Abstract (Basic): EP 661658 A

The compact disk (CD) includes recorded data being an authored segment of data **created** from **graphics** and control information, and a personalised segment of data. A **video game** having one or more **characters**, and several personalised **images** (20, 22 and 24) are provided.

The **video game** is read and executed. Selected personalised **images** are accessed and combined with one or more **characters** to form a personalised **character** in the game. The personalised **character** is then displayed (14) and used in the game.

ADVANTAGE - Provides interactive entertainment system incorporating personalised **images** and utilises storage medium, Compact Disk, having integrated personalised data and generalised game data.

Dwg.1/6

Title Terms: PRODUCE; PERSON; VIDEO; GAME; CD; DISC; COMBINATION; PERSON;
IMAGE; GAME; PLAY; HEAD; GAME; **CHARACTER**; VIDEO; GAME; SO; GAME; PLAY;
CAN; MAIN; **CHARACTER**; ELECTRONIC; CAMERA; **IMAGE**; PLAY

Derwent Class: P36; T01; W04

International Patent Class (Main): A63F-009/22; **G06F-019/00**; G11B-020/12

International Patent Class (Additional): A63F-009/22

File Segment: EPI; EngPI

11/5/10 (Item 10 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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004307859

WPI Acc No: 1985-134737/198522

XRFX Acc No: N85-101249

Video processing architecture - displays portions of either stationary or movable plane image using character blocks represented in addressable memory

Patent Assignee: CARMEAN W F (CARM-I)

Inventor: CARMEAN W F

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 4517654	A	19850514	US 82406672	A	19820809	198522 B

Priority Applications (No Type Date): US 82406672 A 19820809

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 4517654	A	20		

Abstract (Basic): US 4517654 A

The appts. comprises a device for storing **image forming** instructions at addressable locations and for supplying instructions from each location. A processor coupled to the device assembles a stationary plane **image** and a movable plane **image** during a display interval in accordance with the instructions input via a processor data bus. A video controller coupled to the processor **generates** vertical and horizontal display synchronisation signal outputs.

A **character generator** includes several addressable **character** blocks and a second device has an input coupled to the processor for storing the assembled stationary plane **image**. A row subtractor coupled to the processor discretely shifts the movable plane **image**, in a vertical axis orce during each display interval. A device is coupled to the **character generator** for selecting between display of stationary and movable plane **images** and **forming** composite **image** to be displayed.

USE - For **video games**.

Title Terms: VIDEO; PROCESS; ARCHITECTURE; DISPLAY; PORTION; STATIONARY;

MOVE; PLANE; **IMAGE** ; **CHARACTER** ; BLOCK; REPRESENT; ADDRESS; MEMORY

Derwent Class: T01; T04; W04

International Patent Class (Additional): **G06F-003/14**

File Segment: EPI

11/5/12 (Item 12 from file: 347)
DIALOG(R)File 347:JAPIO
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04407848 **Image available**

FORMATION OF CHARACTER

PUB. NO.: 06-051748 [JP 6051748 A]
PUBLISHED: February 25, 1994 (19940225)
INVENTOR(s): TOBISAWA MASATO
APPLICANT(s): HUDSON SOFT CO LTD [488378] (A Japanese Company or Corporation), JP (Japan)
APPL. NO.: 04-220936 [JP 92220936]
FILED: July 29, 1992 (19920729)
INTL CLASS: [5] G09G-005/30; **G06F-003/153** ; **G06F-015/44** ; **G06F-015/66** ; **G06F-015/72** ; G09G-005/02; G09G-005/36
JAPIO CLASS: 44.9 (COMMUNICATION -- Other); 30.2 (MISCELLANEOUS GOODS -- Sports & Recreation); 45.3 (INFORMATION PROCESSING -- Input Output Units); 45.4 (INFORMATION PROCESSING -- Computer Applications)
JOURNAL: Section: P, Section No. 1745, Vol. 18, No. 284, Pg. 167, May 30, 1994 (19940530)

ABSTRACT

PURPOSE: To **generate** an easy-to-see **character image** on a game machine by registering **character** patterns in a plane 0 of a **generator** and then registering a **character** pattern which is shifted in direction and includes 0 as overlapping bits in a plane 1.

CONSTITUTION: When the **computer game** machine displays **characters** on its video screen, the **character** patterns are registered in the plane 0 of a splite **generator** . Further, the same data with the plane 0 are described in the plane 1 so that bit patterns in the plane 0 are shifted right by one bit and down by one bit. In this case, the plane 0 is given priority for the bits overlapping with the plane 0 and the bits of the plane 1 are set to 0, thus processing the **character** patterns. Consequently, the plane 0 is preferentially displayed as **characters** and the plane 1 is displayed as patterns for making the **characters** attractive. Therefore, the **characters** are seen in an embossed **form** and becomes easy to see.

Set	Items	Description
S1	182823	CHARACTER OR CHARACTERS OR PERSONA OR AVATAR? OR (CYBER OR DIGITAL OR VIRTUAL) (N) (PERSON OR PERSONALITY OR PEOPLE OR PERSONS OR PLAYER OR PLAYERS) OR SIM
S2	4929639	CREATE? OR GENERAT? OR MANUFACTUR? OR BUILD? OR AUTHOR OR - MAKE? OR SPAWN?
S3	32012	MUD OR MOO OR (MULTI OR MULTIPLE) () USER () (DIMENSION? OR DOMAIN OR DUNGEON?) OR (COMPUTER? OR ONLINE OR INTERNET OR ON () - LINE? OR VIDEO) (N) GAME?
S4	9034894	SPECIFIC? OR CHARACTERISTIC? OR FEATUR? OR PERSONALIT? OR - FORM? OR SIZE? OR AGE? OR APPERANC?
S5	1511232	GRAPHIC? OR 3D OR THREE () (D OR DIMENSION?) OR IMAGE? OR PICTURE? OR ANIMATION? OR ANIMATED
S6	122	S1 AND S2 AND S3 AND S4
S7	76	S5 AND S6
S8	20	S7 AND IC=(G06F? OR H04L?)
S9	13	S8 NOT AD>20000712
S10	13	IDPAT (sorted in duplicate/non-duplicate order)
S11	12	IDPAT (primary/non-duplicate records only)
S12	158	S1 AND (VR OR VIRTUAL () REALIT?)
S13	32	S12 AND S4 AND S5
S14	979	S1(2N)S4(2N)S2
S15	153	S14(5N)S5
S16	185	S13 OR S15
S17	102	S16 AND IC=(G06F? OR H04L? OR H04N?)
S18	82	S17 NOT AD>20000712
S19	26072	S1(3N) (S2 OR MODIF? OR CHANG? OR SELECT?)
S20	64	S18 AND S19
S21	63	S20 NOT S8
S22	24396	S1(2N)S5
S23	37	S21 AND S22
S24	37	IDPAT (sorted in duplicate/non-duplicate order)
S25	37	IDPAT (primary/non-duplicate records only)

File 347: JAPIO Nov 1976-2004/Apr (Updated 040802)
(c) 2004 JPO & JAPIO

File 350: Derwent WPIX 1963-2004/UD,UM &UP=200452
(c) 2004 Thomson Derwent

Set	Items	Description
S1	182823	CHARACTER OR CHARACTERS OR PERSONA OR AVATAR? OR (CYBER OR DIGITAL OR VIRTUAL) (N) (PERSON OR PERSONALITY OR PEOPLE OR PERSONS OR PLAYER OR PLAYERS) OR SIM
S2	4929639	CREATE? OR GENERAT? OR MANUFACTUR? OR BUILD? OR AUTHOR OR - MAKE? OR SPAWN?
S3	32012	MUD OR MOO OR (MULTI OR MULTIPLE) () USER () (DIMENSION? OR DOMAIN OR DUNGEON?) OR (COMPUTER? OR ONLINE OR INTERNET OR ON () - LINE? OR VIDEO) (N) GAME?
S4	9034894	SPECIFIC? OR CHARACTERISTIC? OR FEATUR? OR PERSONALIT? OR - FORM? OR SIZE? OR AGE? OR APPERANC?
S5	1511232	GRAPHIC? OR 3D OR THREE () (D OR DIMENSION?) OR IMAGE? OR PICTURE? OR ANIMATION? OR ANIMATED
S6	122	S1 AND S2 AND S3 AND S4
S7	76	S5 AND S6
S8	20	S7 AND IC=(G06F? OR H04L?)
S9	13	S8 NOT AD>20000712
S10	13	IDPAT (sorted in duplicate/non-duplicate order)
S11	12	IDPAT (primary/non-duplicate records only)
S12	158	S1 AND (VR OR VIRTUAL () REALIT?)
S13	32	S12 AND S4 AND S5
S14	979	S1(2N)S4(2N)S2
S15	153	S14(5N)S5
S16	185	S13 OR S15
S17	102	S16 AND IC=(G06F? OR H04L? OR H04N?)
S18	82	S17 NOT AD>20000712
S19	26072	S1(3N) (S2 OR MODIF? OR CHANG? OR SELECT?)
S20	64	S18 AND S19
S21	63	S20 NOT S8
S22	24396	S1(2N)S5
S23	37	S21 AND S22
S24	37	IDPAT (sorted in duplicate/non-duplicate order)
S25	37	IDPAT (primary/non-duplicate records only)

File 347:JAPIO Nov 1976-2004/Apr(Updated 040802)
(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200452
(c) 2004 Thomson Derwent

25/5/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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014355539 **Image available**

WPI Acc No: 2002-176240/200223

XRPX Acc No: N02-133822

Three-dimensional video edit display device stores specific image corresponding to input character attributes, while confirming display of character information

Patent Assignee: MATSUSHITA DENKI SANGYO KK (MATU)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 2002015339	A	20020118	JP 2000198296	A	20000630	200223 B

Priority Applications (No Type Date): JP 2000198296 A 20000630

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

JP 2002015339 A 5 G06T-017/40

Abstract (Basic): JP 2002015339 A

NOVELTY - A storage unit (4) stores character attributes input for extracting and storing a specific image, and stores the specific image data. A storage unit (9) stores the character attributes and scene data from the storage unit (4). An output image formation unit (8) generates 3D video piled with character information based on **image** and **character formation** units (6,7) that **generate** video and **character** based on the stored information.

USE - For editing and displaying three-dimensional video.

ADVANTAGE - Since the display of three dimensional video and edit of character information are synchronized, three-dimensional video editing can be performed, efficiently.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of the three-dimensional video edit display device. (Drawing includes non-English language text).

Storage units (4,9)

Image and **character** formation units (6,7)

Output image formation unit (8)

pp; 5 DwgNo 1/2

Title Terms: THREE; DIMENSION; VIDEO; EDIT; DISPLAY; DEVICE; STORAGE; SPECIFIC; IMAGE; CORRESPOND; INPUT; CHARACTER; ATTRIBUTE; CONFIRM; DISPLAY; CHARACTER; INFORMATION

Derwent Class: P85; T01

International Patent Class (Main): G06T-017/40

International Patent Class (Additional): G09G-005/00; H04N-005/262

File Segment: EPI; EngPI

25/5/5 (Item 5 from file: 350)
DIALOG(R) File 350:Derwent WPIX
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011482131 **Image available**
WPI Acc No: 1997-460036/199743
XRPX Acc No: N97-383027

**Interactive entertainment apparatus for presenting virtual animated
artifact within virtual environment - in which user's manipulation of
virtual camera is used to signal agent as to actions of user**

Patent Assignee: PHILIPS ELECTRONICS NV (PHIG); PHILIPS GLOEILAMPENFAB NV
(PHIG)

Inventor: GALLERY R D; JETHA Z

Number of Countries: 007 Number of Patents: 004

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 797173	A1	19970924	EP 97200736	A	19970312	199743 B
JP 10003550	A	19980106	JP 9769761	A	19970324	199811
CA 2200278	A	19970922	CA 2200278	A	19970318	199816
KR 97066971	A	19971013	KR 9710272	A	19970321	199842

Priority Applications (No Type Date): GB 966129 A 19960322

Cited Patents: 3.Jnl.Ref; WO 9303453

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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EP 797173	A1	E	10	G06T-015/70	
Designated States (Regional): DE FR GB IT					
JP 10003550	A		10	G06T-015/00	
CA 2200278	A			G06F-019/00	
KR 97066971	A			G06F-019/00	

Abstract (Basic): EP 797173 A

The virtual environment navigation apparatus includes a data memory holding data defining the virtual environment, and a memory which stores data defining the appearance of an artefact in two or more poses. When a user is presented with an image of a virtual environment and enabled to move the image viewpoint location and direction within the environment, a control unit is provided for movable or **animated characters** or artifacts appearing within the environment.

Variables, (distance, theta) which represent the distance between the viewpoint and the artefact, and the angle between what the camera is looking at, and the figure, are generated for determining the separation between the viewpoint and artefact and divergence of viewpoint direction. Changes in one or both of the variables initiates a controlled sequence (104.C/F) of poses adopted by all or part of the artefact.

USE - Virtual environment navigation and interaction apparatus for interactive entertainment apparatus in which user navigates **image** of virtual environment. Provides computer- **generated characters** or **features** within virtual world with which user may wish to interact.

Dwg.3/3

Title Terms: INTERACT; ENTERTAINMENT; APPARATUS; PRESENT; VIRTUAL; ANIMATED
; ARTIFACT; VIRTUAL; ENVIRONMENT; USER; MANIPULATE; VIRTUAL; CAMERA;
SIGNAL; AGENT; ACTION; USER

Derwent Class: P36; T01

International Patent Class (Main): G06F-019/00 ; G06T-015/00; G06T-015/70

International Patent Class (Additional): A63F-009/22; G06F-161/00

File Segment: EPI; EngPI